

Lesson Plan #3 for Gamestar Mechanic – Design

Learning Objectives

- Students will apply their knowledge of game design elements and concepts.
 - Students will create their first game in Gamestar Mechanic.
 - Students prepare for their final project.
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Lesson Design

Preparation:

The librarian will reserve the computer lab for this lesson. The teacher will verify that all students have completed their quests in Gamestar Mechanic. Students will be assigned to groups of 3-4 based on their responses to the Tech survey they took at the beginning of this unit. Students with lower levels of experience with technology will be paired in groups with students who have higher levels of experience. All challenge cards and materials for the lesson will be prepared and copied in advance.

Prior Knowledge:

Students will have been introduced to the basics of game design through playing all five quests in Gamestar Mechanic. The teacher and librarian will have reviewed the concepts behind the five quests and their relation to game design and how the students can utilize them to create a story using the storytelling techniques covered in the video games as literature lessons.

Lesson sequence:

Set Up (5 minutes): Students will be broken out into their pre-assigned groups. Each group will be given a challenge card as their game design assignment. This will be their introduction to game design before students begin planning their final project.

Guided Practice (40 minutes): Students will design their practice games in groups based on the challenge card assigned to them.

Independent Practice: Groups will complete their practice games for homework.

Assessment: Each group will play another group's game and rate their success. The teacher and librarian will play all of the games and give students feedback. They will lead a class discussion about the strengths and weaknesses seen in the game. Students will brainstorm ideas how to fix

weaknesses and the teacher and/or librarian will write these ideas down and present them as a handout for the students with the final project assignment.

Materials:

1. Computer Lab
2. Challenge Cards

Adapted from Gamestar Mechanic Learning Guide -
<https://sites.google.com/a/elinemedia.com/gsmlearningguide/game-design-101/lesson-4-design>